

any pair. If he succeeds, the front boy in the pair becomes the runner and the chaser pursues him. If the chaser tags the runner before he escapes, the runner becomes the chaser and the chaser becomes the runner. To prevent a runner from escaping, the pairs twist and turn. The front boy is permitted to ward off the runner by using his hands. The game may be intensified by increasing the number of chasers and runners.

2. Circle Bombing. (Developed from Circle Doge Ball) Divide the class into two teams. Team A forms a circle around Team B. The object is for Team A to hit with a volley ball, soccer ball, or basket ball, as many players of Team B as is possible in a given time. Team B may run, jump and dodge to avoid being hit, but must stay within the circle. At the end of a given time the teams change places. A point is scored each time a man is hit. This game should be played with two or more balls and fifteen to twenty players on a team. The game may be intensified by increasing the number of balls.

3. Bull Dozing. (Developed from King of the Mountain) Teams A and B form inside a plainly marked circle. The size of the circle depends on the number of players. Each team should be so marked or clothed as to be readily identified from the opponents. The object is to eject an opponent from the ring by pushing, pulling, throwing, or charging. When any part of a player touches the ground on or outside the circle, he is out of the game. At the end of a given period of time, the team with the most players remaining in the circle is the winner. To intensify the game call time when most of the boys have been eliminated.

4. Pull Away. Establish a goal line at each end of the playing space. Team A lines up along one goal line and Team B lines up across the center of the field facing Team A. At a signal, the players of Team A try to cross safely to the opposite goal. Players of Team B attempt to tag as many players of Team A as possible. When a player is tagged, he becomes a member of the opponent's team. The players who reach the opposite goal attempt to return to their original goal when another signal is given. The games continue until all the players are caught. Intensify the game by designating the method of tagging or by naming the part of the body to be touched in tagging.

Suggestions

1. The teacher can adapt additional group games to make them more vigorous.
2. Rugged games such as shinny can be used.

Individual Sports. Track and Field.

The variety of events in track and field provide an opportunity for boys to participate in dashes which develop speed; distance races which develop endurance; and field events which improve skill and agility.

For events and rules see the official track and field publications. Abridged rules are found in War Department Technical Manual, TM 21-220, Sports and Games, May 13, 1942.